

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

In re Patent Application of

Atty Dkt. 723-963

C# M#

FOULADI et al.

Group Art Unit: 2673

Serial No. 09/722,663

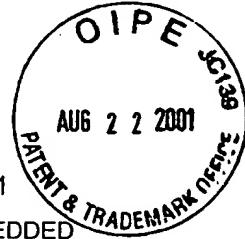
Examiner:

Filed: November 28, 2000

Date: August 22, 2001

Title: GRAPHICS SYSTEM WITH COPY OUT CONVERSIONS BETWEEN EMBEDDED  
FRAME BUFFER AND MAIN MEMORY

Assistant Commissioner for Patents  
Washington, DC 20231



**RECEIVED**

AUG 24 2001

Technology Center 2600

Sir:

**INFORMATION DISCLOSURE STATEMENT**

This is a response/amendment/letter in the above-identified application and includes an attachment which is hereby incorporated by reference and the signature below serves as the signature to the attachment in the absence of any other signature thereon.

**Fees are attached as calculated below:**

Total effective claims after amendment	0	minus highest number		
previously paid for	20	(at least 20) =	0	x \$ 18.00
				\$ 0.00

Independent claims after amendment	0	minus highest number		
previously paid for	3	(at least 3) =	0	x \$ 80.00
				\$ 0.00

If proper multiple dependent claims now added for first time, add \$270.00 (ignore improper)	\$ 0.00
--	---------

Petition is hereby made to extend the current due date so as to cover the filing date of this paper and attachment(s) (\$110.00/1 month; \$390.00/2 months; \$890.00/3 months)	\$ 0.00
--	---------

Terminal disclaimer enclosed, add \$ 110.00	\$ 0.00
---	---------

<input type="checkbox"/> First/second submission after Final Rejection pursuant to 37 CFR 1.129(a) (\$710.00)	\$ 0.00	
<input type="checkbox"/> Please enter the previously unentered , filed		
<input type="checkbox"/> Submission attached		
	<b>Subtotal</b>	\$ 0.00

If "small entity," then enter half (1/2) of subtotal and subtract	-\$ 0.00
<input type="checkbox"/> Applicant claims "small entity" status. <input type="checkbox"/> Statement filed herewith	

Rule 56 Information Disclosure Statement Filing Fee (\$180.00)	\$ 0.00
--	---------

Assignment Recording Fee (\$40.00)	\$ 0.00
------------------------------------	---------

Other:	\$ 0.00
--------	---------

<b>TOTAL FEE ENCLOSED</b>	\$ 0.00
---------------------------	---------

The Commissioner is hereby authorized to charge any deficiency in the fee(s) filed, or asserted to be filed, or which should have been filed herewith (or with any paper hereafter filed in this application by this firm) to our Account No. 14-1140. A duplicate copy of this sheet is attached.

1100 North Glebe Road, 8<sup>th</sup> Floor  
Arlington, Virginia 22201-4714  
Telephone: (703) 816-4000  
Facsimile: (703) 816-4100  
WGN:rdw

NIXON & VANDERHYE P.C.  
By Atty: William G. Niessen, Reg. No. 29,683

Signature: 

SAC  
TDS  
9-17-01  
MSA

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of  
FOULADI et al.

Serial No. 09/722,663

Filed: November 28, 2000

For: GRAPHICS SYSTEM WITH COPY OUT CONVERSIONS  
BETWEEN EMBEDDED FRAME BUFFER AND MAIN  
MEMORY



Atty. Ref.: 723-963

Group: 2673

Examiner:

RECEIVED

AUG 24 2001

Technology Center 2600

\* \* \* \* \*

August 22, 2001

Assistant Commissioner for Patents  
Washington, DC 20231

Sir:

**INFORMATION DISCLOSURE STATEMENT**

Attached is a listing on accompanying Forms PTO-1449 of U.S. and foreign Patent documents and other publications. The cited prior art documents have not been analyzed in detail by the undersigned but are believed to relate either directly or indirectly to 3D graphics processors or related subject matter. A copy of each listed document is provided on the accompanying CD ROM (except for the listed textbook references). Hard (paper) copies of all documents including the listed textbook references are being filed in co-pending application Ser. No. 09/722,382 (Leather et al.), filed November 28, 2000 (atty. dkt. no. 723-961). The Examiner is requested to initial and date the attached form PTO-1449 and to return a copy of the initialed document to the undersigned as an indication that the attached references have been considered and made of record in this case.

The U.S. and foreign patent documents listed on accompanying Form PTO-1449 were downloaded from the USPTO and other patent databases accessible via the Internet. The Whitepapers, Technical Briefs and Technical Presentations listed under OTHER DOCUMENTS were obtained via the Internet from a website maintained by Nvidia.

Corporation (URL: www.nvidia.com).<sup>1</sup> The remaining documents listed were obtained from the indicated publication source shown on the PTO-1449 form or downloaded from Internet websites of companies and /or publishers that commonly post information related to video game systems, 3D graphic processing products or reviews of such. Copies of the full text references listed were obtained from local computer book stores.

The Examiner's attention is also directed to the following co-pending U.S. Patent Applications which are directed toward technical subject matter related to the subject application: (It is presumed that the Examiner has access to co-pending applications. However, applicant is willing to provide a copy of any related co-pending application to the Examiner upon request on a separate CD ROM).

- Application No. 09/465,754, filed December 17, 1999, (atty. dkt. no. 723-799), entitled "Vertex Cache For 3D Computer Graphics",
- Application No. 09/726,223, filed November 28, 2000 (atty. dkt. no. 723-751), entitled "Z Value Clamping In Near-Z Range To Maximize Precision Of Visually Important Z Components And To Avoid Near-Z Clipping In A Graphics Rendering System",
- Application No. 09/726,215, filed November 28, 2000 (atty. dkt. no. 723-959), entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System ",
- Application No. 09/722,419, filed November 28, 2000 (atty. dkt. no. 723-958), entitled "Graphics Pipeline Token Synchronization",
- Application No. 09/722,382, filed November 28, 2000 (atty. dkt. no. 723-961), entitled "Method And Apparatus For Direct and Indirect Texture Processing In A Graphics System",
- Application No. 09/722,367, filed November 28, 2000 (atty. dkt. no. 723-968), entitled "Recirculating Shade Tree Blender For A Graphics System",
- Application No. 09/726,218, filed November 28, 2000 (atty. dkt. no. 723-960), entitled "Method And Apparatus For Efficient Generation Of Texture Coordinate

---

<sup>1</sup> Applicants have listed publication dates on the attached PTO-1449 based on information presently available. However, the listed publication dates should not be construed as an admission that the information was actually published on the date indicated.

Displacements For Implementing Emboss-Style Bump Mapping In A Graphics  
Rendering System",

- Application No. 09/722,381, filed November 28, 2000 (atty. dkt. no. 723-962),  
entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A  
Graphics System",
- Application No. 09/726,216, filed November 28, 2000 (atty. dkt. no. 723-967),  
entitled "Achromatic Lighting in a Graphics System and Method",
- Application No. 09/726,226, filed November 28, 2000 (atty. dkt. no. 723-964),  
entitled "Method And Apparatus For Anti-Aliasing In A Graphics System",
- Application No. 09/722,380, filed November 28, 2000 (atty. dkt. no. 723-957),  
entitled "Graphics System With Embedded Frame Buffer Having Reconfigurable  
Pixel Formats",
- Application No. 09/585,329, filed June 2, 2000, entitled "Variable Bit Field Color  
Encoding" (atty. dkt. no. 723-749),
- Application No. 09/726,212, filed November 28, 2000 (atty. dkt. no. 723-956),  
entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of  
Hidden Surface Processing Based On Rendering Mode",
- Application No. 09/726,212, filed November 28, 2000 (atty. dkt. no. 723-973),  
entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining  
Within A Graphics System",
- Application No. 09/726,225, filed November 28, 2000, (atty. dkt. no. 723-954),  
entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics  
System",
- Application No. 09/722,664, filed November 28, 2000, (atty. dkt. no. 723-969),  
entitled "Controller Interface For A Graphics System",
- Application No. 09/726,221 filed November 28, 2000 (atty. dkt. no. 723-955),  
entitled "Method And Apparatus For Texture Tiling In A Graphics System",
- Application No. 09/722,667, filed November 28, 2000 (atty. dkt. no. 723-971),  
entitled "Method And Apparatus For Pre-Caching Data In Audio Memory",

- Application No. 09/722,378, filed November 28, 2000 (atty. dkt. no. 723-965), entitled "Z-Texturing",
- Application No. 09/723,336, filed November 28, 2000 entitled "Application Program Interface for a Graphics System" (atty. dkt. no. 723-976),
- Application No. 09/722,665, filed November 28, 2000 (atty. dkt. no. 723-970), entitled "Method and Apparatus for Accessing Shared Resources",
- Application No. 09/723,335, filed November 28, 2000 (atty. dkt. no. 723-972), entitled "External Interfaces For A 3D Graphics and Audio Coprocessor",
- Application No. 09/726,220, filed November 28, 2000 (atty. dkt. no. 723-974), entitled "Graphics Processing System With Enhanced Memory Controller",
- Application No. 09/722,390, filed November 28, 2000 (atty. dkt. no. 723-966), entitled "Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation", and
- Application No. 09/722,421, filed November 28, 2000 (atty. dkt. no. 723-953), entitled "Shadow Mapping In A Low Cost Graphics System".

The identification of the above listed co-pending U.S. Patent Applications is not to be construed as a waiver of secrecy as to those applications now or upon issuance of the present application as a patent.

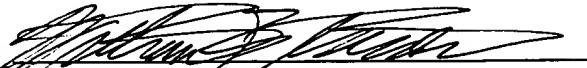
This Information Disclosure Statement is being filed within three months of the U.S. filing date OR before the mailing date of a first Office Action on the merits. No statement under 37 C.F.R. § 1.97(e) or fee is required. In the event, a first Office Action has been mailed prior to filing of the present Information Disclosure Statement, the Office is requested to treat the present paper as a submission under 37 C.F.R. § 1.97(c) and charge the undersigned's Deposit Account No. 14-1140 for the fee required by 37 C.F.R. § 1.17(p).

The U.S. Patent and Trademark Office is hereby authorized to charge any fee deficiency, or credit any overpayment, to our Deposit Account No. 14-1140 referencing docket number: 723-670.

Respectfully submitted,

NIXON & VANDERHYE P.C.

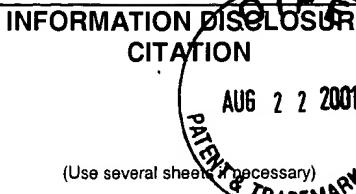
By:



William G. Niessen

Reg. No. 29,683

WGN:rdw  
1100 North Glebe Road, 8th Floor  
Arlington, VA 22201-4714  
Telephone: (703) 816-4000  
Facsimile: (703) 816-4100



ATTY. DOCKET NO. SERIAL NO.  
723-963 09/722,663  
APPLICANT  
FOULADI et al.  
FILING DATE GROUP  
November 28, 2000 2673  
Technology Center 2600

RECEIVED

AUG 24 2001

U.S. PATENT DOCUMENTS						
*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
001	6,226,012	5/2001	PRIEM et al.			
002	6,198,488	3/2001	LINDHOLM et al.			
003	6,181,352	1/2001	KIRK et al.			
004	6,173,367	1/2001	ALEKSIC et al.			
005	6,092,124	7/2000	PRIEM et al.			
006	6,057,852	5/2000	KRECH, Jr.			
007	6,037,949	3/2000	DeROSE et al.			
008	6,028,611	2/2000	ANDERSON et al.			
009	6,025,853	2/2000	BALDWIN			
010	6,023,738	2/2000	PRIEM et al.			
011	6,002,409	12/1999	HARKIN			
012	5,999,196	12/1999	STORM et al.			
013	5,969,726	10/1999	RENTSCHLER et al.			
014	5,949,440	9/1999	KRECH, Jr. et al.			
015	5,949,424	9/1999	CABRAL et al.			
016	5,940,086	8/1999	RENTSCHLER et al.			
017	5,920,326	7/1999	RENTSCHLER et al.			
018	5,917,496	6/1999	FUJITA et al.			
019	5,874,969	2/1999	STORM et al.			
020	5,821,949	10/1998	DEERING			
021	5,815,166	9/1998	BALDWIN			
022	5,805,868	9/1998	MURPHY			
023	5,801,716	9/1998	SILVERBROOK			
024	5,801,706	9/1998	FUJITA et al.			
025	5,798,770	8/1998	BALDWIN			
026	5,777,629	7/1998	BALDWIN			
027	5,774,133	6/1998	NEAVE et al.			
028	5,768,629	6/1998	WISE et al.			
029	5,768,626	6/1998	MUNSON et al.			
030	5,764,243	6/1998	BALDWIN			
031	5,758,182	5/1998	ROSENTHAL et al.			
032	5,727,192	3/1998	BALDWIN			
033	5,721,947	2/1998	PRIEM et al.			
034	5,701,444	12/1997	BALDWIN			
035	5,687,357	11/1997	PRIEM			
036	5,608,424	3/1997	TAKAHASHI et al.			
037	5,594,854	1/1997	BALDWIN et al.			
038	5,504,917	4/1996	AUSTIN			

\*Examiner Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

<b>INFORMATION DISCLOSURE CITATION</b>		ATTY. DOCKET NO.	SERIAL NO.
		723-963	09/722,663
AUG 22 2001		APPLICANT	<b>RECEIVED</b>
		FOULADI et al.	AUG 24 2001
(Use several sheets if necessary)		FILING DATE	GROUP
		November 28, 2000	2673

**U.S. PATENT & TRADEMARK OFFICE**

Technology Center 2600

## **U.S. PATENT DOCUMENTS**

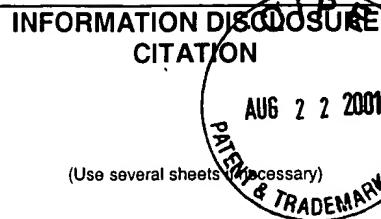
## **FOREIGN PATENT DOCUMENTS**

## **TRANSLATION**

\*Examiner \_\_\_\_\_ Date Considered \_\_\_\_\_

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)



ATTY. DOCKET NO.	SERIAL NO.
723-963	09/722,663
APPLICANT	<b>RECEIVED</b>
FOULADI et al.	AUG 24 2001
FILING DATE	GROUP
November 28, 2000	2673
Technology Center 2600	

## FOREIGN PATENT DOCUMENTS

TRANSLATION

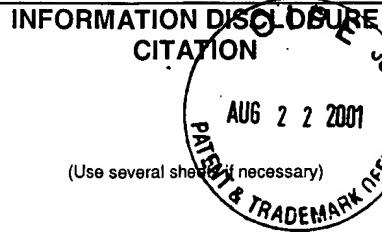
	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
070	JP 11226257	8/1999	JAPAN (w/English Abstract)				
071	JP 11203500	7/1999	JAPAN (w/English Abstract)				
072	JP 11161819	6/1999	JAPAN (w/English Abstract)				
073	JP 11076614	3/1999	JAPAN (w/English Abstract)				
074	JP 11053580	2/1999	JAPAN (w/English Abstract)				
075	WO 94/10641	5/1994	WIPO				
076	CA 2,070,934	12/1993	CANADIAN				

## OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

077	Photograph of Sony PlayStation II System
078	Photograph of Sega Dreamcast System
079	Photograph of Nintendo 64 System
080	Whitepaper: 3D Graphics Demystified, November 11, 1999, www.nvidia.com
081	Whitepaper: "Z Buffering, Interpolation and More W-Buffering", Doug Rogers, January 31, 2000, www.nvidia.com
082	Whitepaper: Using GL_NV_vertex_array and GL_NV_fence, posted 8/1/2000, www.nvidia.com
083	Whitepaper: Anisotropic Texture Filtering in OpenGL, posted 7/17/2000, www.nvidia.com
084	Whitepaper: Mapping Texels to Pixels in D3D, posted 4/5/2000, www.nvidia.com
085	Whitepaper: Guard Band Clipping, posted 1/31/2000, www.nvidia.com
086	Whitepaper: Cube Environment Mapping, posted 1/14/2000, www.nvidia.com
087	Whitepaper: Color Key in D3D, posted 1/11/2000, www.nvidia.com
088	Whitepaper: Vertex Blending Under DX7 for the GeForce 256, 1/5/2000, www.nvidia.com
089	Whitepaper: Optimizing Direct3D for the GeForce 256, 1/3/2000, www.nvidia.com
090	Whitepaper: Dot Product Texture Blending, 12/3/1999, www.nvidia.com
091	Whitepaper: Technical Brief: AGP 4X with Fast Writes, 11/10/1999, www.nvidia.com
092	Technical Brief: Transform and Lighting, 11/10/1999, www.nvidia.com
093	Technical Brief: What's New With Microsoft DirectX7, posted 11/10/1999, www.nvidia.com
094	Mitchell et al., "Multitexturing in DirectX6", Game Developer, September 1998, www.gdmag.com
095	VisionTek, "GeForce2 GS Graphics Processing Unit", ©2000 www.visiontek.com
096	Jim Bushnell et al. "Advanced Multitexture Effects With Direct3D and OpenGL", Pyramid Peak Design & ATI Research, Inc., GameDevelopers Conference, ©1999
097	Sony PlayStation II Instruction Manual, Sony Computer Entertainment Inc., ©2000
098	Stand and Be Judged, Next Generation, May 2000
099	PlayStation II: Hardware Heaven or Hell?, Next Generation, January 2000
100	Chris Charla, "Play Station II: The Latest News", Next Generation, September 1999
101	"First PlayStation II Gameplay Screens Revealed!", Next Generation, September 1999
102	Game Enthusiast Online Highlights, March 18, 1999
103	Game Enthusiast Online Highlights, March 19, 1999
104	Game Enthusiast Online Highlights, March 17, 1999
105	Game Enthusiast Online Highlights, October 20, 1999
106	Joel Easley, "PlayStation II Revealed", Game Week, September 29, 1999

*Examiner	Date Considered	
-----------	-----------------	--

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.



ATTY. DOCKET NO.	SERIAL NO.
723-963	09/722,663
APPLICANT	
FOULADI et al.	
FILING DATE	GROUP
November 28, 2000	Technology Center 2600 2673

RECEIVED

AUG 24 2001

**OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)**

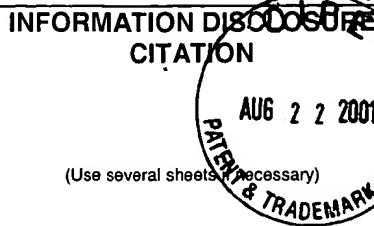
107	Inside Sony's Next Generation Playstation, ©1999
108	Press Releases, March 18, 1999
109	Chris Johnston, "PlayStation Part Deux", Press Start, ©1999
110	Nikkei Shimbun, "Sony Making SME, Chemical and SPT into Wholly-Owned Subsidiaries", March 9, 1999
111	AM News: Japanese Developers Not All Sold on PS2, Next Generation, March 16, 1999
112	Sony To Turn PlayStation Maker Into Wholly Owned Unit-Nikkei, Dow Jones News Service, March 8, 1999
113	Yumiko Ono, Sony Antes Up Its Chips In Bet On New Game System, Dow Jones News Service, March 4, 1999
114	MacWeek.Com Gets Inside Story on Connectix VGS for Windows; Controversial Emulator of Sony PlayStation Games Cureently Available for Macs Only, Business Wire, March 12, 1999
115	"DexDrive Bridges Gap", The Tampa Tribune, March 12, 1999
116	A Microprocessor With a 128b CPU, 10 Floating-Point MAC's, 4 Floating-Point Dividers, and an MPEG2 Decoder, 1999 IEEE International Solid-State Circuits Conference, February 16, 1999
117	Dreamcast Instruction Manual, Sega Enterprises, Ltd., ©1998
118	"Sega To Launch Video Camera for Dreamcast", Reuters Business News, February 16, 2000
119	David Pescovitz, "Dream On", Wired, August 1999
120	Randy Nelson, "Dreamcast 101: Everything You Ever Wanted To Know About Sega's Powerful New Console", Official Sega Dreamcast Magazine, June 1999
121	2D/3D Graphics Card User Manual, Guillemot ©1999
122	Nintendo 64 Instruction Booklet, Nintendo of America, 1998
123	Steven Levy, "Here Comes PlayStation II", Newsweek, March 6, 2000
124	David Sheff, "Sony Smackage: Test Driving The PlayStation II", Wired, November 1999
125	Introducing The Next Generation PlayStation, Sony Computer Entertainment Inc., ©1999
126	Leadtek GTS, August 3, 2000, www.hexus.net
127	Voodoo 5 5500 Review, July 26, 2000, www.hexus.net
128	ATI Radeon 64 Meg DDR OEM, August, 19, 2000, www.hexus.net
129	Microsoft Xbox - The Future of Gaming, Microsoft Xbox Performance Sheet, www.xbox.com
130	Robert L. COOK, "Shade Trees", Computer Graphics, Vol. 18, No. 3, July 1984
131	WANG et al., "Second-Depth Shadow Mapping", Department of Computer Science, Univ. N.C, Chapel Hill, N.C. pp. 1-7
132	PEERCY et al., "Efficient Bump Mapping Hardware", Computer Graphics Proceedings, Annual Conference Series, 1997
133	Gustavo OLIVEIRA, "Refractive Texture Mappig, Part One", www.gamasutra.com, November, 10, 2000
134	John SCHLAG, "Fast Embossing Effects on Raster Image Data, Graphics Gems IV, Edited by Paul S. Heckbert, Computer Science Department, Carnegie Mellon University, Academic Press, Inc., 1994,pp.433-437
135	James F. BLINN, "Simulationof Wrinkled Surfaces," Caltech/JPL, pp. 286-292, SIGGRAPH 78 (1978)
136	Tomas MÖLLER and Eric HAINES "Real-Time Rendering", AK Peters, Ltd., ©1999, pp. 127-142
137	Technical Presentation: Vertex Buffers, posted 6/12/2000, www.nvidia.com
138	Technical Presentation: Hardware Transform and Lighting, www.nvidia.com, posted 6/12/2000
139	Technical Presentation: Hardware Bump-mapping Choices and Concepts, 6/07/2000, www.nvidia.com
140	Technical Presentation: How to Bump Map a Skinned Polygonal Model, 6/7/2000, www.nvidia.com
141	Technical Presentation: Computations for Hardware Lighting and Shading, 3/17/2000, www.nvidia.com

\*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)



ATTY. DOCKET NO. 723-963 SERIAL NO. 09/722,663  
APPLICANT FOULADI et al. RECEIVED  
FILING DATE November 28, 2000 GROUP 2673  
Technology Center 2600

#### OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

- 142 Technical Presentation: Practical Bump-mapping for Today's GPUs, 3/17/2000 www.nvidia.com
- 143 Technical Presentation: Shadows, Transparency, & Fog, 3/17/2000 www.nvidia.com
- 144 Technical Presentation: GeForce 256 Register Combiners, 3/17/2000 www.nvidia.com
- 145 Technical Presentation: TexGen & The Texture Matrix, 3/15/2000 www.nvidia.com
- 146 Technical Presentation: Toon Shading, 3/15/2000, www.nvidia.com
- 147 Technical Presentation: D3D 7 Vertex Lighting, 3/15/2000, www.nvidia.com
- 148 Technical Presentation: Per-Pixel Lighting (by S. Dietrich) 3/14/2000 www.nvidia.com
- 149 Technical Presentation: GeForce 256 and RIVA TNT Combiners, 12/8/1999, www.nvidia.com
- 150 Technical Presentation: Vertex Cache Optimization, 11/12/1999, www.nvidia.com
- 151 Technical Presentation: Vertex Blending, 11/12/1999, www.nvidia.com
- 152 Technical Presentation: Hardware Transform and Lighting, 11/12/1999, www.nvidia.com
- 153 Technical Presentation: GeForce 256 Overview, 11/12/1999, www.nvidia.com
- 154 Technical Presentation: DirectX 7 and Texture Management, 11/12/1999 www.nvidia.com
- 155 Technical Presentation: Dot Product Lighting, 11/12/1999, www.nvidia.com
- 156 Technical Presentation: Texture Coordinate Generation, 11/3/1999, www.nvidia.com
- 157 Technical Presentation: Phong Shading and Lightmaps, 11/3/1999, www.nvidia.com
- 158 Technical Presentation: The ARB\_multitexture Extension, 11/3/1999 www.nvidia.com
- 159 Technical Presentation: Multitexture Combiners, 11/3/1999, www.nvidia.com
- 160 Technical Presentation: Emboss Bump Mapping, 11/3/1999, www.nvidia.com
- 161 Technical Presentation: Hardware Accelerated Anisotropic Lighting, 11/3/1999 www.nvidia.com
- 162 Technical Presentation: Guard Band Clipping, 11/3/1999, www.nvidia.com
- 163 The RenderMan Interface, Stephan R. Keith, Version 3.1, Pixar Animation Studios, September 1989
- 164 The RenderMan Interface, Version 3.2, Pixar Animation Studios, July 2000, www.pixar.com
- 165 NVIDIA Product Overview, "GeForce2Ultra", NVIDIA Corporation, 8/21/00, www.nvidia.com
- 166 Duke, "Dreamcast Technical Specs", Sega Dreamcast Review, Sega, 2/99, www.game-revolution.com
- 167 Marlin Rowley, "GeForce 1 & 2 GPU Speed Tests", 5/11/2000, www.g256.com
- 168 "Dreamcast: The Full Story", Next Generation, September 1998

#### OTHER REFERENCE ON SEPARATE CD:

- DirectX 7.0 Programmer's Reference, Microsoft Corporation, 1995-1999 (as part of the DirectX 7.0 SDK on the Companion CD included with "Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999)

#### TEXTBOOK REFERENCES:

- "Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999
- "OpenGL Programming Guide, The Official Guide to Learning OpenGL, Release 1", Jackie Nieder, Tom David, Mason Woo, Addison-Wesley Publishing Co., 1993
- "Procedural Elements for Computer Graphics," Second Edition, David F. Rogers, McGraw Hill, 1998
- "Real-Time Rendering," Tomas Moller, Eric Haines, AK Peters, 1999
- "Computer Graphics, Principles and Practice," Second Edition, The Systems Programming Series, Foley, van Dam, Fiener, Hughes, Addison Wesley, 1990
- "Principles of Three-Dimensional Computer Animation", "Revised Edition, Michael O'Rourke, W.W. Norton & Company, 1998

\*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.